ERIK KIMSEY

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GitHub.com/erikkimsey

Software Developer
UI + Design
5+ years
Mobile + Web

LANGUAGES
Javascript
C#
Python
Swift
C++

UI
Javascript / Typescript
React / Next.js
CSS / Tailwind / SCSS
Three.js
SwiftUI

MOBILE
Unity
React Native
SwiftUI

BACKEND
Node.js / Express
Django
SQL / SQLite

3D + DESIGN
Blender
Illustrator
Photoshop

PROFILE
UI/UX Software Developer with 5+ years of experience. Strong focus on developing and designing dynamic, beautiful, and user-friendly interfaces for web applications and mobile applications. Proficient in development with JavaScript ecosystem and Unity / C#.

EXPERIENCE

Developer + Creative Lead @ Bebop Boutique — Present
- Leading creative direction: devising and developing a conceptual theme, and integrating that theme into a global aesthetic. And, then, implementing that theme into a dynamic 3D mobile app.
- Developing *all code* (C#) for a performant, *highly-interactive, multi-sensorial mobile app*, that utilizes *mobile device sensor APIs* in addition to screen touch interaction.
- Implementing *custom real-time physics* in C#: simulated fluid, and mechanics of self-stabilizing hover behavior ("PID Controller").
- Towards a highly engaging user-experience, creating VFX and animation for in-app interactions and events.
- With a *hard focus on performance,* building all 3D models, and all model materials and textures.
- Utilizing *Responsive-Design Principles* for creation of all UI and graphic design assets, to accomplish continuity of experience across all mobile device sizes.

UI / UX Consultation @ AgConnect — 2024
- Created a 6-page instruction-worksheet and Figma mood-board, for stakeholders, towards creating brand guidelines.
- Provided a 40-point deep-analysis of AgConnect app's user-interface, applying UI/UX design principles.
- Provided stakeholders with 5+ illustrated case studies of suggested UI improvements.
- Re-designed 5 of the app's core features, to increase the usability and visual appeal of the target market.
- Developed AgConnect login/sign-up and landing sites, using Svelte (Javascript, CSS).

Lead Mobile UI Engineer @ University of Virginia/SkillSTAR — 2020-2021
- Used *React Native, Typescript, Node.js, Python, Chart.js* to build interactive mobile app, "SkillSTAR".
- Designed / developed the app's UI to meet *specific usability requirements* of young Autistic children and their caretakers.
- *Coordinated weekly consultation* with stakeholders, and created a system for asynchronous collaboration and communication.

Engineering / Design @ Various — 2021-2025
- **Development**: Next.js, React.js, Tailwind, Node.js, D3.js / Chart.js, React-Three-Fiber, SCSS, SQLite, GraphQL, Python.
- **Design**: Adobe Creative Suite (Illustrator, Photoshop, Indesign), Procreate, Linearity Curve.

Javascript Engineer @ ChartIQ — 2016-2017
- Utilitized Javascript and HTML5 Canvas to develop and debug ChartIQ's flagship product, a real-time finance charting service.
- Utilized AngularJS and CSS to integrate ChartIQ into a *eToro products*.

EDUCATION

Lambda School — (CE) Software Engineering, 2019-2020
University of Oregon — (CE) Computer Science , 2016
BRCC — Web Design & Development Certification 2015
James Madison University — BS Philosophy, 2010

AWARDS / EXTRA-CURRICULAR

EMT-B, Harrisonburg Rescue Squad
Phi Sigma Tau member, Philosophy Honors Society
Botanical Sculpture Contest, 1st Place!, Montessori, 1989